

# CYBER Compound

Initial Population: 214 (40 science staff, 174 cyberdogs)

Original purpose: Cyberdog conversion facility

Status: Isolated, yet flourishing-base located underground.

Demographics: 1203 cyberdogs, 134 assorted slaves, 210 Assaultrons, 343 assorted synths

Government: Authoritarian council made up mostly of original cyberdogs.

Settlement: Underground city located underneath the ruins of cyberdog processing facility.  
Powered by multiple fusion generators.

Industries: FEV and neurochip research, hydroponics, energy weapons, robotics

Layout:

- Factory
  - A large complex, it's been mainly stripped bare of anything useful, "malfunctioning" and ill-maintained robots are set to patrol in order to both make it deadly and unprofitable to snoop around
  - Was where the cybernetic implants for cyberdog use were manufactured, though the machines are useless from disrepair
- Service Tunnels
  - Have not been used in years, though are still functional.
  - Traps litter area, and except for one the tunnels are in danger of collapsing.
- Level 1- Abandoned Security Post and Storerooms
  - Door to service tunnels has deliberately been rusted shut to seal it off without causing suspicion.
  - Contains fabricated supplies, CYBER produces almost everything they need in-house except for raw materials
  - There used to be a security checkpoint here, but since there's no real foot traffic anymore it's been dismantled.
- Level 2- Bioresearch Level.
  - This is where research on FEV is conducted, and where brain extraction is performed.
  - Cell upon cell holds captured wastelanders here for CYBER's experiments, alongside the results of their FEV program.
  - Though not strictly allowed, mutants' brains are often extracted for consumption, the brains growing back in roughly a day.
  - Slaves rest here in cramped conditions.

- Level 3- Neurosurgery and Computing
    - Brain reformatting workshop; all the tools needed to wipe a brain then download information into it to serve as a cyberdog processor are here.
    - Neurological research conducted here. Researchers here are attempting to grow the perfect organic brain in the lab, but have failed so far.
    - Slaves are created here- canines unfit for conversion and other species have their brains removed and replaced with robot processing core.
    - Brain storage area- brains are stored here right after removal, reformatting and reprogramming only performed just prior to installment into cyberdog cranium.
  - Level 4-Robotics Research and Manufacturing
    - Robots and cyberdogs are repaired and upgraded here. New parts are manufactured from raw materials.
    - Pre-war cyberdogs were MkIII, CYBER has developed MkIV and MkV.
    - Due to part compatibility, the Assaultron is favored by CYBER when in need of a fast attack unit. "Artificial cyberdogs" which are mainly based off cyberdog implants are manufactured here to serve as cannon fodder.
    - CYBER often supports Raiders with weapons and implants, with tacit agreement that they will place deceased raiders' brains into new bodies and reward them with caps for captured Wastelanders. Less advanced versions of current-gen implants and weapons manufactured in limited quantity for this purpose.
  - Level 5- Residential
    - Living quarters. Cyberdogs live in single-room domiciles.
    - Infirmary located here, where cyberdogs have their organic parts treated.
    - Cyberdogs are converted here, cybernetic parts are installed after brain is removed, copied into neurochips, then reformatted.
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Revision #3

Created 2022-09-14 08:57:25 UTC by Brainslover96

Updated 2022-09-16 07:31:35 UTC by Brainslover96